STAR WARS
OUTLAWS™
A VISUAL JOURNEY

On behalf of Massive Entertainment in Sweden along with Ubisoft Annecy, Bucharest, Chengdu, Milan, Montpellier, Montreal, Paris, RedLynx, Shanghai, Stockholm, Toronto, our external partners, and Lucasfilm Games, it's our privilege to present you a visual journey into *Star Wars Outlaws*™.

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This book contains spoilers.

MESSAGE FROM THE ART & WORLD TEAM

In collaboration with Lucasfilm Games, we set out to create a dynamic and living world fit for an authentic scoundrel experience that is true to the source material while adding new and exciting creations to enrich it.

We drew inspiration from the distinct and classic visual language of the original *Star Wars*™ trilogy of films, as well as Ralph McQuarrie artworks, sketches, and storyboards from the expansive Lucasfilm archives. We were also keen on grounding the world in familiarity by reimagining real-world cultures and locations as if they were from a galaxy far, far away.

In *Star Wars Outlaws*™, we offer a rich and varied galaxy – full of engaging characters, exotic wildlife, sprawling landscapes, and dense cities all crafted with meticulous attention to detail.

MEET THE OUTLAWS

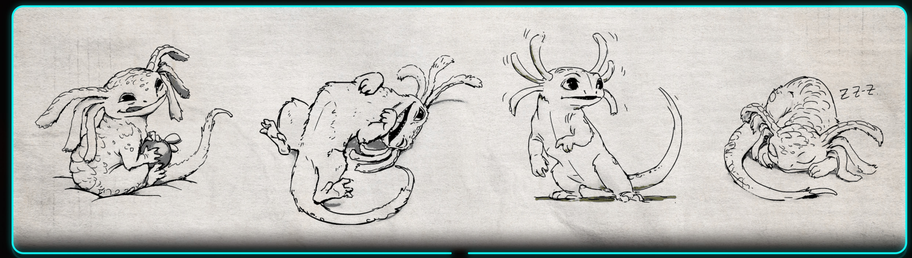
CHAPTER 1

KAY VESS

Rookie thief

NIX

Best friend and partner in crime



KAY'S TOOLS

VM-19 HEAVY BLASTER

A gift from Kay's mother

HINTARO GRAPPLING HOOK

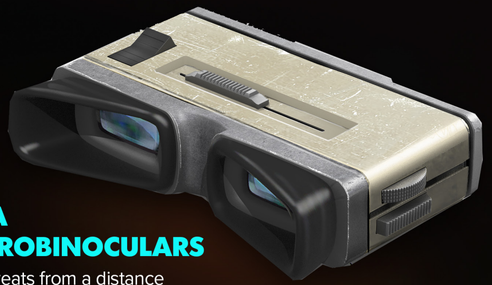
Used to climb and swing

DATA SPIKE

Disguised as a hairpin

D4 WRIST COMLINK

Encrypted communicator



SABA MACROBINOCULARS

Spot threats from a distance

SLICE KIT

Slices into any system

SPEEDER BIKE

S-57 Cardinal

THE TRAILBLAZER

EML-850 light freighter

TRAILBLAZER INTERIOR

A prototype freighter, personalized into a scoundrel's home

ND-5

BX-series commando droid

· OUTLAWS ·

THE CREW

GEDEEK

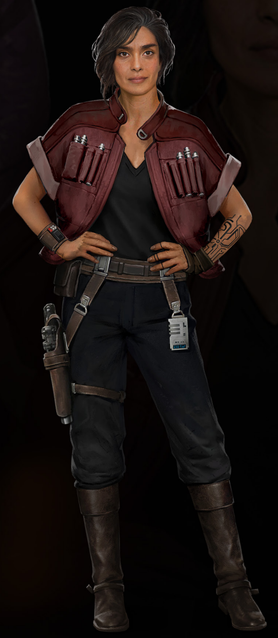
Droidsmith and old partner

ANK

Safecracker and bombmaker

ASARA

Rebel spy and idealist



RIKO

Kay's mother and talented slicer

HOSS

A legend or a has-been

JAYLEN

Gunrunner and master criminal

A GALAXY OF OPPORTUNITY

CHAPTER 2

ONE7K
TOSHARA

TOSHARA

TOSHARANS

Resilient and inventive

TOSHARA

PYKE SYNDICATE

The galaxy's preeminent spice dealers

GORAK

Pyke Syndicate underboss

DANKA

Information broker

TATOOINE

TATOOINE

FLYHORN

Insect-catching sand lizard

HUTT CARTEL

An ancient and ruthless syndicate led by mighty Jabba the Hutt

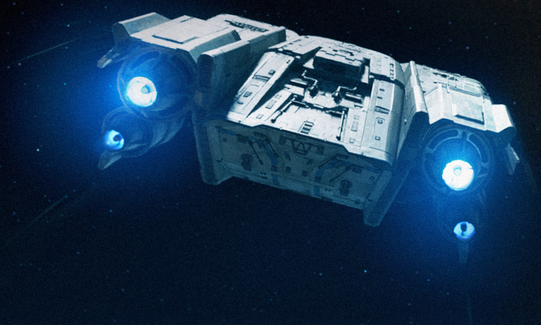
JABBA THE HUTT

Decadent daimyo

BONEGNAWER

A fierce bird of prey

AKIVA



JABAREK

Lizard with great underwater vision

AKIVA

CRIMSON DAWN

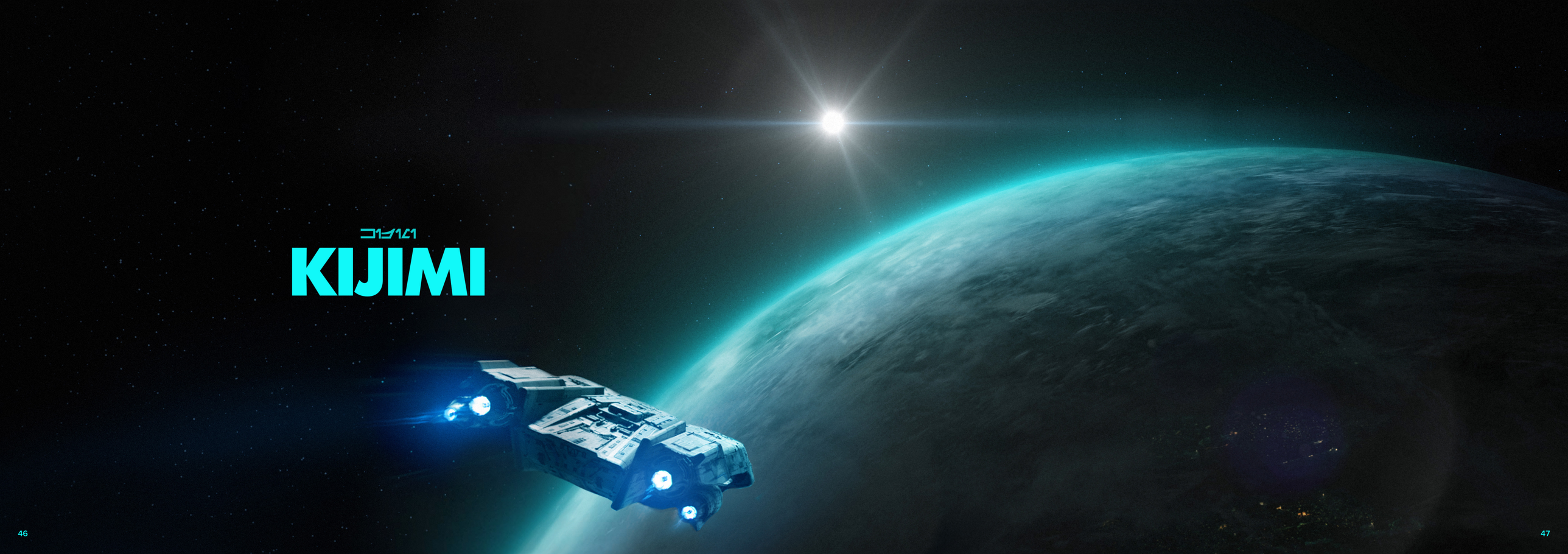
An elusive syndicate led by Lady Qi'ra who wants to disrupt the power structures in the galaxy

LADY QI'RA

Underworld firebrand

コトブキ

KIJIMI



NOBAKI RAT

Adapted to the cold and live in large packs

KIJIMI

QUEEN ASHIGA

Protector of the hive

ASHIGA CLAN

An old-fashioned syndicate on Kijimi that is based around a hive of Melitto

CANTONICA

SLIRO BARSHA

Zerek Besh crime lord

VAIL

Bounty hunter

CANTONICA

ZEREK BESH

A new syndicate with deep pockets that is looking to carve out a piece of the underworld

MESSAGE FROM THE CINEMATICS TEAM

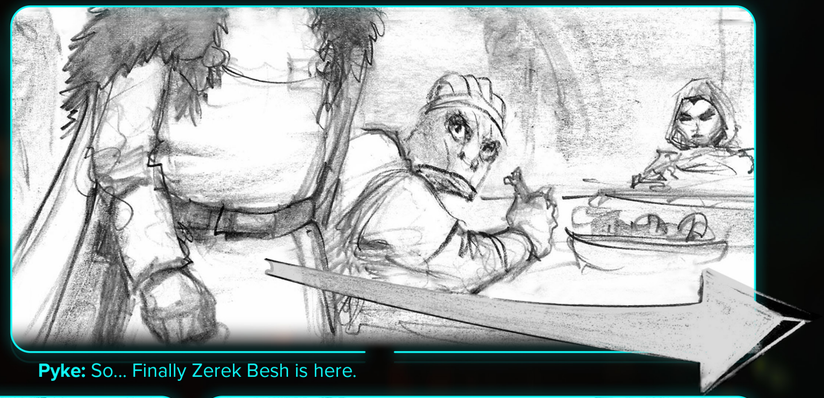
When we planned the cinematics for *Star Wars Outlaws*™, we approached it with a pipeline like that of a film production. This allowed us to maximize the overall quality in the timeframe we were working with.

Storyboarding our cinematics was part of this process as it brought the characters and story to life by adding personality and heart at an early stage. On a technical level, storyboarding is an essential step that gives you the opportunity to block out the action, shot progression, camera movement, and framing efficiently.

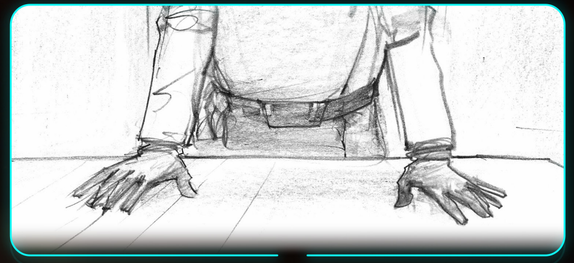
We created strong visuals that served as reference and inspiration for the actors, camera crew, and editors during motion capture sessions.

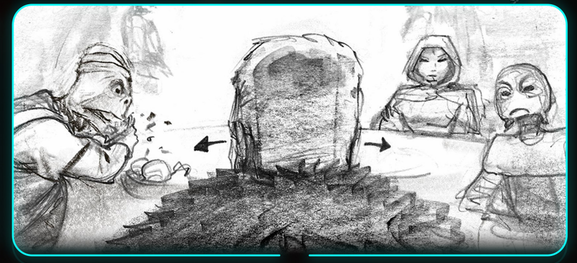
THE SUMMIT

THE SUMMIT

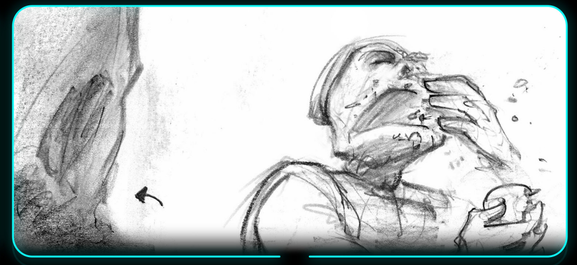


Pyke: So... Finally Zerek Besh is here.

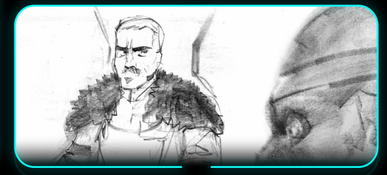




Sliro: Most powerful criminal organizations in the galaxy



Sliro: Crimson Dawn

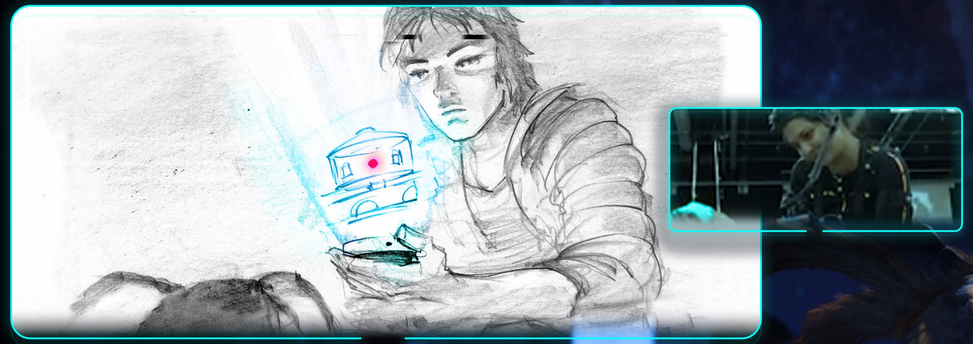


THE SUMMIT

Sliro: But to my surprise...

MEETING KAY & NIX

MEETING KAY & NIX



MEETING KAY & NIX

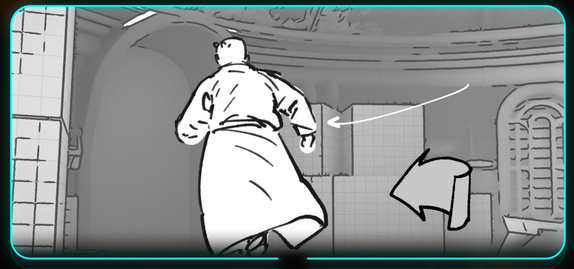
Kay: (to self) Come on...

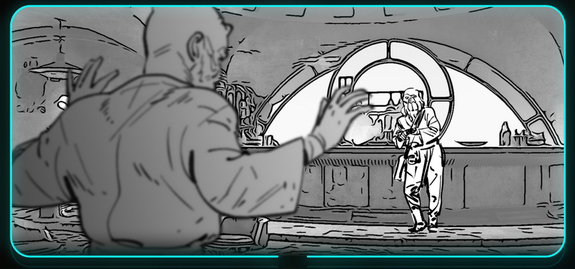
LEAVING HOME

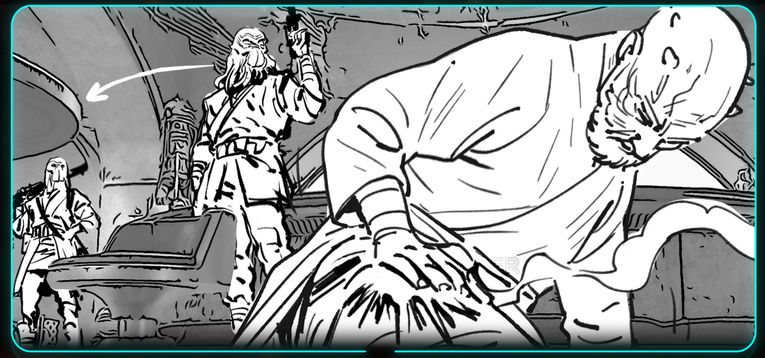
LEAVING HOME

Sixth Kin Leader: We know you are here.

Bram: You say nothing. You do nothing.







Bram: She's not here.

LEAVING HOME

LEAVING HOME

Bram: It's a new crew. High risk.
But whatever it takes, you finish this job.

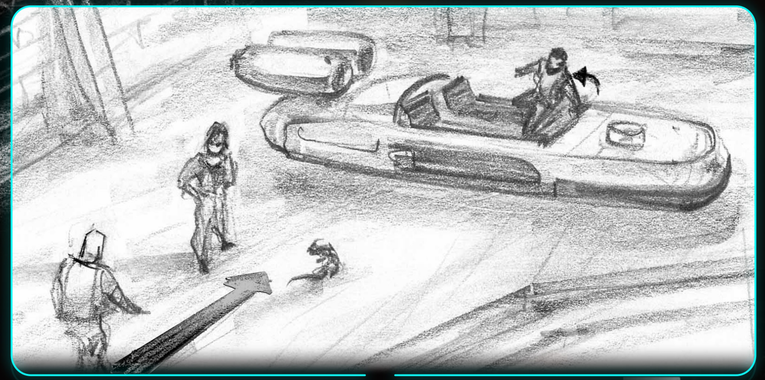
Bram: It's what you wanted, right? Time to go. Kay.

Kay: I-I'll come back.

Bram: No, you won't.

THE TRANSFER

THE TRANSFER



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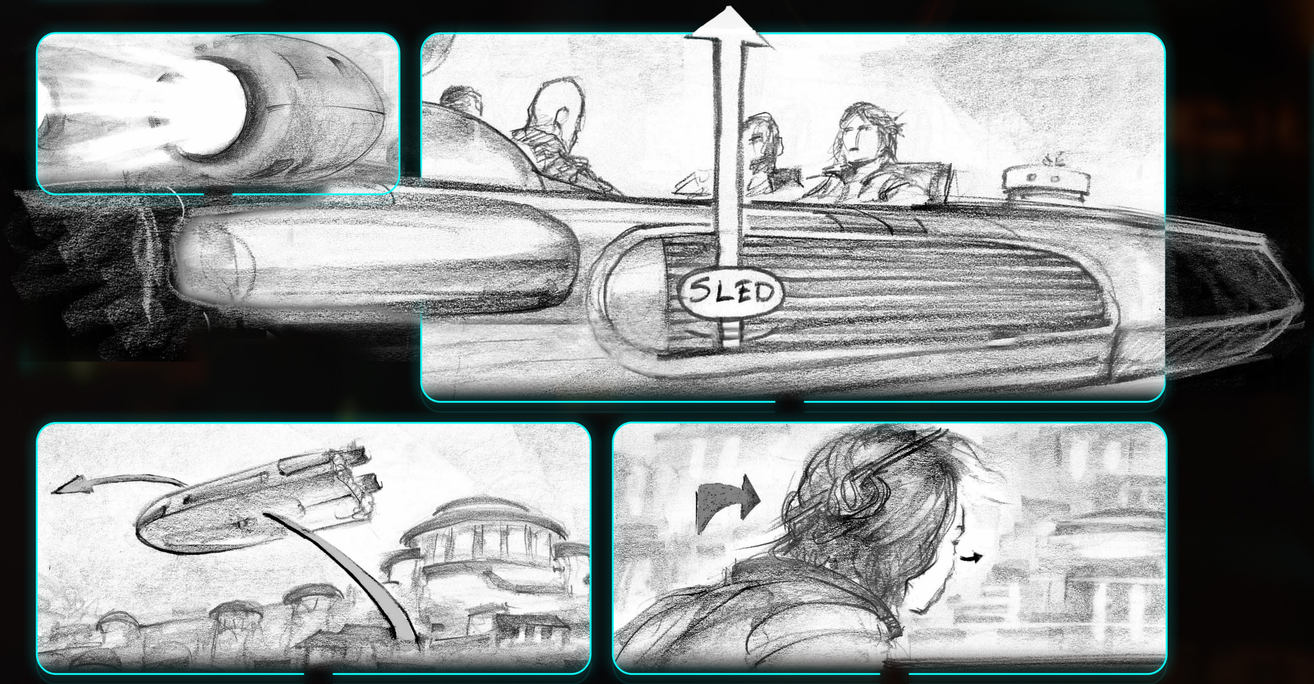
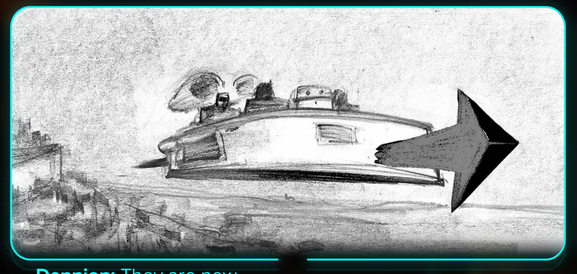
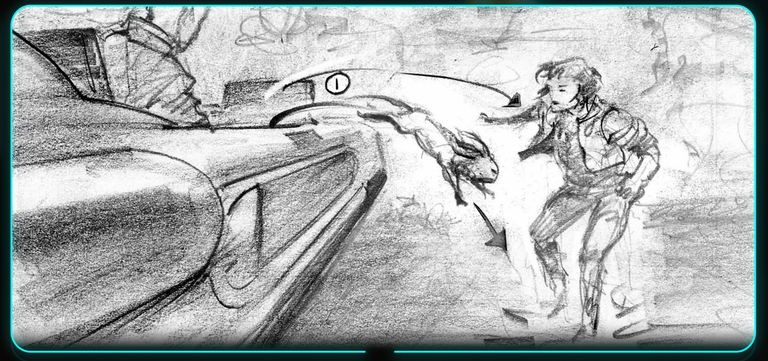




Dennion: They are new.

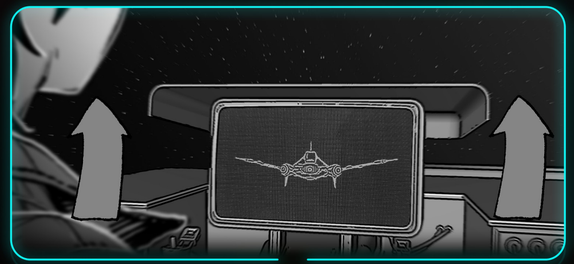
Dennion: ...and the rumor is they got underworld scared...

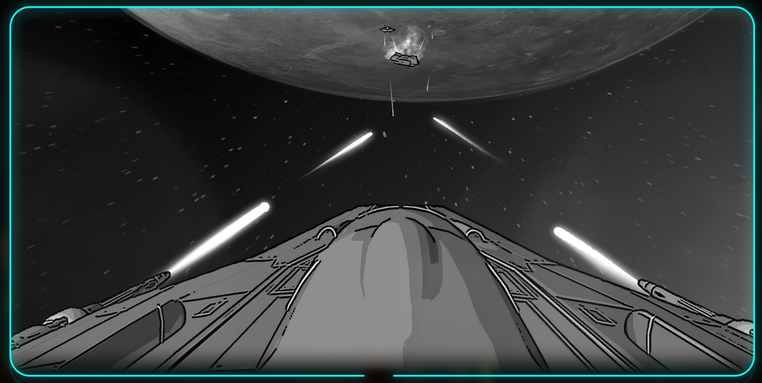
Kay: Which means security.



ESCAPE TO TOSHARA

ESCAPE TO TOSHARA





ESCAPE TO TOSHARA

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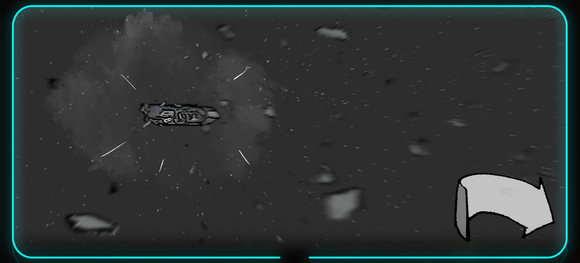
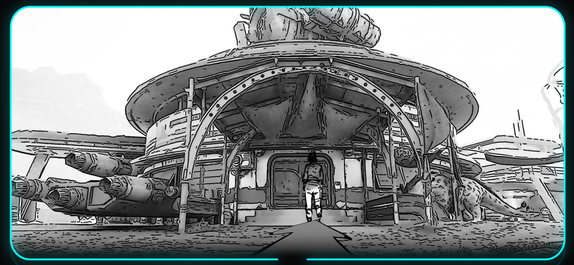


Kay: We’re okay!

Kay: We’re okay!

NOT THE DROID

NOT THE DROID



Kay: What, were you worried?
ND-5: No.

Hired Gun: Nopa jah droi. [Not the droid].

Kay: What?

ND-5: Be careful. Danka's broker, not a friend. She can't be trusted.
Kay: Who can out there? I'll see you back at the ship.

NOT THE DROID

THE SPEAKEASY

THE SPEAKEASY

THE SPEAKEASY

Danka: Round two and I still like my odds.

Danka: Kay Vess! Back already. I told you, she's fresh but she's good.

Kay: Job was more complicated than you said, Danka.

Imperial Officer: Wait. We haven't met.
Kay: Don't really know many of... you.

Imperial Officer: You pay the tax just like everyone else.

Danka: Whoa, kid, let's just relax.

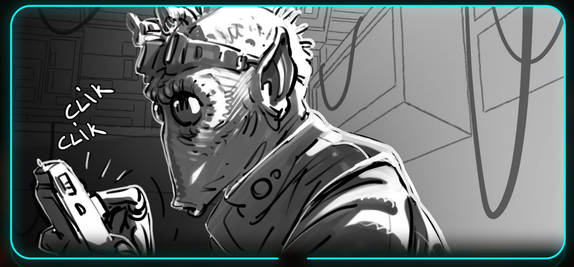
GEDEEK'S WORKSHOP

GEDEEK'S WORKSHOP

Kay: Gedeek! Long time no see. Get many visitors?

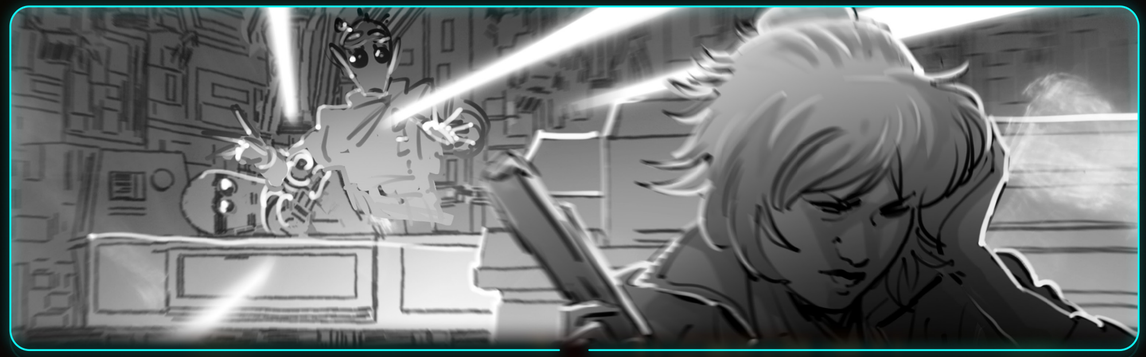
Gedeek: Is that Kay Vess?

Gedeek: Couldn't be. There's no way she would show her face here.



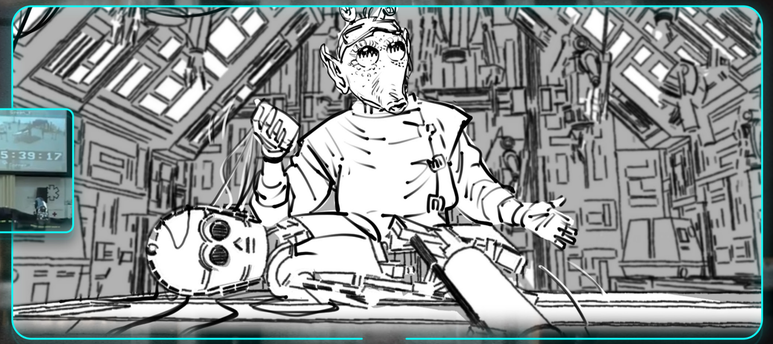
Gedeek: Look where the last one got me.

Kay: I know you got enemies!



Kay: and I got a problem with a gatekeeper droid.

GEDEEK'S WORKSHOP



Gedeek: Can we leave now?

We hope you enjoyed the book!

There’s so much more to discover in the game.

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